



Your planet is at war with Planet Cyclon, and you have volunteered for the most hazardous mission of the war so far. Your mission is a solo attack on the defensive fortress of Gemini, 40 kilometers south of the planets capital state of Hennon.

This will be your planets last final act: if you are not successful, the fate of your planet rests with you. You will have the last of the Mark V fighter bombers armed with the Quark bomb and a laser cannon. Being of the Mark V class your ship suffers from a limited arsenal due to its small size, this however is more than compensated for by its speed and manouverability. You can capture arms and fuel from enemy supply dumps by eliminating the defensive shields around these dumps, but be warned you have to hit them dead centre or pay the consequences.

There are numerous enemy defences you must pass through, all of which can prove to be deadly. There are, first of all, the surface to air missiles which you must destroy or be destroyed. Then you find fission bombs which have been released by alien satellites which will be out of your scanner range (CAUTION-these are particularly dangerous. You have been warned). If you manage to pass through these defences you will encounter sliding airlocks which must be blown open in order for you to continue: you might find these defended by alien fighter craft, so be careful!!.

After each pass, you enter the next level which possesses a unique colour status appropriate to its security grading. You quickly discover that each pass will be progressively more difficult to penetrate and your ship will be unable to carry as many supplies due to much higher gravity.

GOOD LUCK!!!

AIRSTRIKE USES JOYSTICK SOCKETS 1 AND 2

LOADING INSTRUCTIONS

1. EMPTY CARTRIDGE SLOT.
2. TURN COMPUTER ON WHILE PRESSING THE START BUTTON.
3. PRESS PLAY ON CASSETTE RECORDER AND PRESS THE RETURN KEY.

PLAYING INSTRUCTIONS

AIRSTRIKE is a one or two player game, using a joystick to control the ship, the trigger to fire the missiles and the space bar to drop the bombs. Use the OPTION key to select the 1 or 2 player option and the SELECT key to select the skill level (1 to 5). To begin the game press the START key. If at any time you wish to pause the game press CTRL and 1 together.

You gain points by destroying enemy missiles, fuel and ammo dumps and any obstacles that might get in your way. As you progress through the playing levels the points for these objects will increase. You also receive bonus points by completing a full pass.

You have a limited arsenal: to gain extra missiles and bombs you must destroy the ammo dumps, these are marked with a capital A. You are also limited to the amount of fuel you can carry (the fuel level indicator can be seen at the top of your scanner). To pick up extra fuel you must destroy the fuel dumps which are marked with a capital F.

The speed of your ship is controlled by how far to the right your ship flies across the scanner.

When you have crossed the mountain range and travelled through the meteor shower you will encounter sliding airlocks. The only way to pass through these is to hit the yellow airlock in the centre, this will then neutralise the lock and you will then be free to continue your mission!

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SPECIAL NOTE :

**TO LOAD TAPE,
ADVANCE CASSETTE
TO "009"
ON TAPE COUNTER !!**

ENGLISH SOFTWARE
company